

O-ACE'S



OMAHA ATARI COMPUTER ENTHUSIASTS

Volume 5 Issue 12

December 1987

Wednesday, Dec 9

MONTHLY MEETING
La Vista Recreation Center

7:00 P.M.

There will be NO
SPECIAL INTEREST GROUP MEETING
This Month

Old Business

The November meeting was called to order at 7:45 at the La Vista Recreation Center. The meeting was conducted by Jamie Blinn.

The main order of business for the evening was the election of new club officers. Because the position of 8-Bit editor had no nominees, the club members were given an opportunity to run for this position, but no nominations were submitted. Jamie then introduced each of the current nominees and as per the club By-Laws only the paid members were allowed to vote.

The new club officers for 1988 are:

President: Vice Pres/Treas:

Peter Killian Deane Bolin Axel Ricker

Librarian 8-Bit:

Roger Reese

Editor 8-Bit:

ST:

Donna Griggs

Member At Large:

Jamie Blinn

Deane Bolin, the new Vice President, informed the club that he would be moving out of the local area and would not be able to fill the Vice President position after

January. The club officers will therefore need to look for someone to fill this position for the remainder of the year.

The monthly door prize selections were held after the elections. Thomas Schwarz and Charles Fricke were selected this month and neither were present to win. A special third door prize was held this month with the prize consisting of the usual club disk as well as a \$25 dollar gift certificate to Hobby Town, donated by Deane Bolin. Glen Flint was the lucky winner of this prize.

The club has recently obtained circuit boards for Atari 800s and 400s, thanks to Peter Killian.

Peter Killian spoke about the November Comdex show and some of the latest news from Atari. Pete also spoke about Kaplan's Discount Club and a special offer Kaplan might extend to his club members. This offer will allow you to purchase selected software, valued at \$30 per item, for about half price, with a minimum order of \$150 dollars.

At the close of the meeting, Special Recognition was given to Roger Reese for publishing the club newsletter for the last two years. After the meeting had adjourned, Ken Gieson demonstrated his Casio CZ101.

THIS 'N THAT by Donna Griggs

As promised, this month's column has reviews and game hints for several pieces of ST and 8-bit software and may be a little longer than usual.

REVIEWS

GFL CHAMPIONSHIP BASEBALL by Activision/Gamestar (\$35-45)
Whether scooping up a kick return to try for a great
broken field run, receiving a long pass in a complex curl-out
play, or trying to carry the ball on a sweep right, this ST
game puts you in the middle of the action. The offense can
run 34 different plays, from complex passing maneuvers to
runs and kicking options, while the defense has a dozen
choices. Then instead of simply watching the play from the
sidelines or an overhead view (as in all other football
games), you're put in the midst of the action, participating
in each play with an "in-helmet" view.

You begin by selecting from a roster of 27 teams in four divisions, with each team having its own strengths and weaknesses to provide play balance. After kickoff, the offense is given 30 seconds to choose a play from a scrolling list of options. The defense has far less time to choose a response. Next, you switch to a screen showing the offensive player's point of view (inside the quarterback's helmet on running plays, the receiver's on passing plays, and the kicker's on kicking options). After the ball is snapped, you must move the joystick, and sometimes use its button, with great precision in order to complete the play properly.

The documentation gives step-by-step instructions on how to make each play. With more than 40 plays to learn, it takes a long time to achieve proficiency, but it pays off with many hours of fun. Superb graphics (linemen literally throw themselves at you!), scrolling animation, and good sound effects make this game ideal for gamers of all ability levels.

221 B BAKER ST. by Datasoft/IntelliCreations (\$30-40) ST and

This is a Sherlock Holmes game adapted from a board game whisch blends elements of a graphic adventure into a computer board game for one to four people. First you choose a character: Holmes, Watson, Inspector Lestrade, or Irene Adler. Each is distinctly depicted and animated on the board, the squares of which represent London city blocks.

Next you select one of 30 crimes to solve, and players press a key or the joystick button to determine how many squares to move on each turn. After entering a building-perhaps a pawn shop or tavern-you are greeted with a finely styled illustration of the room. Clues are revealed in text that appears below the picture, while background information on the characters involved in each crime is found

Math Functions—MAXPAK calculates mathematical expressions. It adds, subtracts, multiplies, divides, and raises to a power. Complete error messages respond to malformed expressions.

RAM Disk--By using the extra memory in the computer, MAXPAK will create a ramdisk that functions as a second disk drive. It can be configured to any size and includes an automatic file copier.

Screen Clock—A flickerless digital 12-hour clock is displayed in the upper right-hand corner of the screen. It indicates the hour, minute, second and time of day (a.m. or p.m.). You can turn the clock on and off from the keyboard or via the dialog box. Up to eight alarms can be set in MAXPAK—and you can set them daily or weekly.

Screen Saver—This procedure automatically turns color or monochrome screens off if the keyboard or mouse has not been touched for awhile. The screen saver time delay can be selected from one to 99 minutes. With the press of a key or the nudge of a mouse, the screen instantly comes back on. This prevents damage to the CRT phosphors (image burn in).

The MAXPAK system requires an ST with TOS in ROM and a parallel printer. It consumes approximately 48K, plus whatever you allocate for ramdisk, spooler, and macros.

HINTS AND TIPS

HOLLYWOOD HIJINX by Infocom

The mission of this text adventure is to locate 10 treasures scattered around your deceased uncle's estate. If you succeed, you inherit your uncle's fortune. These hints are for both the ST and the 8-bit machines.

If you're wondering what to do with the statue or how to get in the house, look on the back of Uncle Buddy's photo for some direction.

The business card in the mailbox can add colorful meaning to the punch cards.

To save time and prevent frustration, try the following instructions to the hedgemaze (beginning at its entrance): N, W, N, W, S, W, W, N, W, S, E, S, E, N, E, S, W, N, W, S, W, N, E, N, E, N, E, S, E, N, E, S, E, N, E, S, E, N, E, S, W, S, W, S, E, N, W, S.

The fireplace holds more than one surprize.

The Atomic Chihuahua should save his tiery breath until you really need it.

Having trouble getting light in the bomb shelter? Wax is good for waterproofing.

Remember to remove the lens cap from the projector.

To open the safe in the hall, examine the wax statuettes closely. Uncle Buddy was very patriotic.

The rusty bucket can be used right where you found it. Since the elevator is used so much, would it be surprising if something had fallen down the shaft?

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For Sale

BOOKS: Basic Computer Games and More Basic Computer Games - \$3.00 each

8-Bit SOFTWARE: Mask Of The Sun (Graphics Adventure), Bruce Lee, Bristles,

Zepplin, The Spy Strikes Back, Sparta DOS, Atari Assembler Editor, Bounty Bob Strikes Backl

Prices vary

8-Bit HARDWARE: ATARI 130XE - \$80

INDUS DISK DRIVE(Double Density) - \$100 U-PRINT printer Interface with 16k Buffer - \$45

The Pill (Cartridge backup) - \$20

Disk Holders - Flip'n File 25, Data Case (holds 80)

Wooden Case (holds 100)

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